```
Point
+ X
+ y
+ Z
+ Point()
+ Point()
+ Point()
+ Point()
+ ~Point()
+ Zero()
+ SetPlusInfinity()
+ SetMinusInfinity()
+ PositiveUnitRandomVector()
+ UnitRandomVector()
and 91 more...
            HPoint
        + W
        + HPoint()
        + HPoint()
        + HPoint()
        + HPoint()
        + ~HPoint()
        + Zero()
        + Set()
        + Set()
        + Set()
        + Add()
        and 32 more...
```